SNS-BX-USA

TKO SUPER CHAMPIONSHIP BOXING™

INSTRUCTION BOOKLET

SOFEL

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Nintendo

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Eye of the tiger--have you got it? Are you hungry enough to work hard and challenge the best Boxers in the world? Here is your shot at the TKO Super Championship Boxing title. Practice in the gym, then climb into the ring for some heavy competition against seven lean, aggressive professional Boxers.

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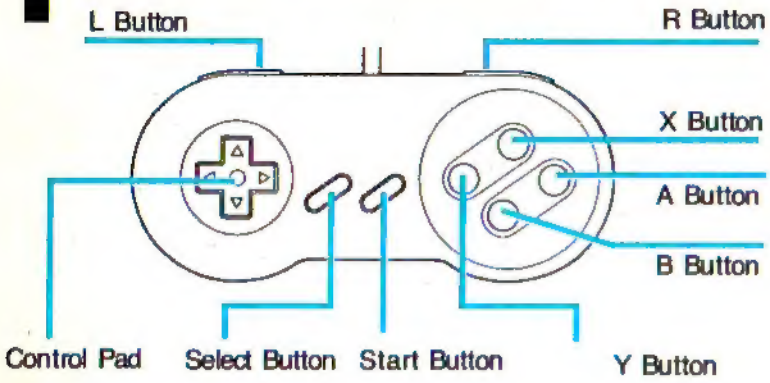
THE CONTROLLER



CONTROL PAD

- Use the Control Pad to move your Boxer during a match.
- Use it to select Boxers or to move the Cursor through the alphabet when entering Passwords and names.

SELECT BUTTON

- The Select Button is not used in this game.

START BUTTON

- The Start Button will begin TKO Super Championship Boxing.
- Enters completed Passwords and names, or skips the Password and Name screens.

A BUTTON

- Immediately after you receive a body blow, push A to clinch with your opponent. Timing is important. Release A to stop clinching and get in a few good punches.
- To delete an incorrect letter when entering a Password or name, press A.

CLINCH

X BUTTON

- Like the A Button, X will delete a selected letter when you are entering a Password or name.

B BUTTON

- Push B to throw light punches--the jabs, body blows and combinations.
- **When your Boxer gets knocked down, press B repeatedly and quickly until he revives.**
- Use B to enter selected letters for a Password or name.

JABS

BODY BLOW

Y BUTTON

- To throw a heavy punch, Straight, Hook, Upper Cut, or Combination, push Y.
- Like B, the Y Button enters selected letters.

STRAIGHT

HOOK

UPPER CUT

L BUTTON

- Push L and B or L and Y at the same time to add more power to your punches.
- Use L to move the highlight in your Password or name to the left.

R BUTTON

- To avoid your opponent's punches, use R to block, duck or sway. You have to push R once for each incoming punch.
- Use R to move the highlight in a Password or name to the right.

GUARD

BEGINNING THE GAME

TITLE SCREEN

When the Title Screen appears, push any button to start the game. The Game Select Screen will then be displayed.

GAME SELECT SCREEN

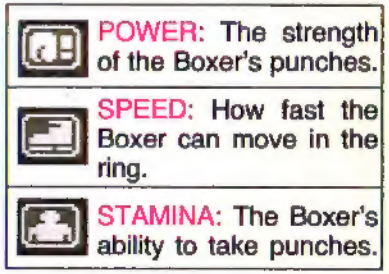
On this screen you have four choices: Championship, 1 Player Match, 2 Player Match, and Option. Use the Control Pad to move the highlight to one of these selections and then push any button.

PASSWORD/NAME SCREEN

You can only get Passwords during Championship play. At the end of each match you win, a Password will appear. After you select one of the game options from the Game Select Screen, the Password screen is displayed. In 1 Player or 2 Player Matches, if you enter a Password from Championship play you will be able to use the Boxer you had then. You can practice with that Boxer, but his stats will not be improved. After the Password screen, the Name screen appears and you can give your Boxer a new name. When finished entering a name, press Start and the match will begin. To skip through the Password and Name screens, push Start twice.

BOXER SELECTION

Eight Boxers are available for you to choose from. The Boxers appear one at a time on the screen. To scroll through them, push the Control Pad left or right. The more stars next to a stat, the more ability a Boxer has in that area. When the Boxer you want is on screen, push one of the buttons to select him. In 1 Player and 2 Player Matches, you will next choose your opponent from the eight Boxers. Your opponent can be the same character you are using. After you make your selections, the match begins.



GAME SCREEN

STAMINA

When your Boxer is punched, his stamina meter will drop, so keep an eye on it. You can restore the meter by avoiding punches or by blocking and ducking them with the R Button.

KNOCK DOWNS

A Boxer is easily knocked down when his stamina meter drops too low. When your Boxer gets knocked down, push B repeatedly until he stands up. The faster you can push B, the more quickly he will recover.

PUNCHES

Your Boxer can throw up to six punches in a row, but each punch reduces the punch meter. If you do deliver six punches rapidly, you will have to wait a few seconds until the punch meter is restored and you can punch again.

VICTORY/DEFEAT

KO

You can win or lose by a KO (Knock out). That is when you or your opponent is knocked down for a Ten Count. Sometimes, if your stamina meter is too low or your stamina is not good, you just cannot get up in time——no matter how fast you push B.

TKO

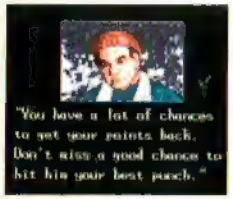
A TKO (Technical Knock Out) is when a Boxer is knocked down either three times in one round or four times in a match. It does not matter how fast the Boxer gets up. This is why it is important to watch the stamina meter and keep it high.

JUDGE

Points are awarded at the end of each round by the Judge. The scoring is based on how many punches a Boxer gives and receives. Being called for clinching will count against you. If the Boxers earn the same number of points, a rematch will be fought.

CHAMPIONSHIP

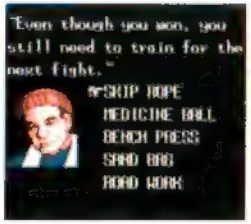
This is the big league--fighting for the title. It will be you alone working your way up through the ranks, challenging the seven top Boxers in world class competition. When you are at levels 1-3, you will only fight 4 rounds per match. At levels 4-7 you will fight 10 round matches. Select the Boxer you would like to use, then begin. You cannot choose your opponents.



◀ In Championship play, you have a trainer to help you out. Pay close attention to the advice he will give you before each round. His tips can lead to victory for you.

TRAINING

After each match, you get the chance to train for the next level of competition. You can choose one of five different exercises to work on:



Skip Rope Increase your speed
Medicine Ball Develop resistance to punches
Bench Press Build up your power
Sand Bag Speed up your punches
Road Work Improve your stamina

Use the Control Pad to select one of these, then push any button.

1 PLAYER MATCH

To practice against the other Boxers and develop your skills, go into the 1 Player Match. First you will choose your Boxer, then an opponent. This is a great way to improve reflexes and learn how to trade punches toe-to-toe with the professionals. You can use a Password to recall your Boxer from Championship play if you would like to workout with him.

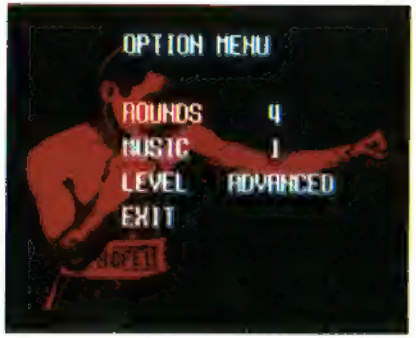
2 PLAYER MATCH

You and a friend can box against each other in the 2 Player Matches. First Player 1 will select a Boxer, then Player 2 will. All of the same rules for 1 Player Matches and Championship play will apply. You can also use Passwords to select Boxers from the Championship play.

Do You Want To Play Another Match?

This question appears after you lose a match in 1 Player Matches or Championship play. If you answer yes while in 1 Player Match, you will select a new Boxer and opponent and begin. In Championship play, if you answer yes, you keep your Boxer and fight the same opponent.

OPTION



Go into Option before 1 or 2 Player Match to set the number of rounds you want to play. You can set the difficulty level for any of the three play modes. Use the Control Pad to move the highlight to your selection, then push it left and right to make changes. When done, select exit and press any button.

ROUNDS

Change the number of rounds from 1 to 10 in each match. This option only applies to 1 Player Match and 2 Player Match. The number of rounds in Championship play is automatically set.

MUSIC

Listen to the music from 1–9. Select this option with the Control Pad and push any button to start the music. Press the Control Pad left or right to change the number and hear the music from each.

LEVEL

Three difficulty levels are available for you to choose from: Novice, Advanced, and Expert. Nothing changes except the speed and power of punches and player skills. The rules are the same.

THE BOXERS

Johnnie "The Rabbit" Murphy

Doesn't punch much, but moves fast!

☆☆☆☆
☆☆☆☆☆
☆☆☆

Larry "Iron Fists" Scott

Punches a lot, but moves slow.

☆☆☆
☆☆☆
☆☆☆☆

Mike "The Cyclone" Henderson

Uses a lot of punches, and is very fast!

☆☆☆☆
☆☆☆☆☆☆
☆☆☆☆☆

"Bruiser" Matthews

Very strong puncher in close!

☆☆☆☆☆☆
☆☆☆☆
☆☆☆☆☆

Jimmy "The Jabber" Pinella

Jabs a lot to the head and body.

Matt "Lightfoot" Robinson

Hits and avoids being hit; by using good footwork.

"Rocky" Johnson

Very strong, with great stamina, but he moves slow.

Thomas "The Animal" Mitchell

Very Strong! Very Fast!

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PRINTED IN JAPAN